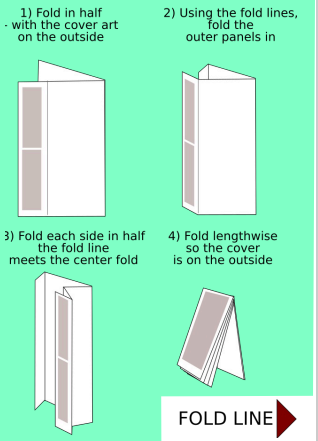
If you just got this PDF from: **portcommodore.com/zines** then follow these intructions to complete your printed zine!

First, print the zine. in the PDF program, turn page scaling "off" then print it double sided (short edge-flip), then fold:

Zine Folding Diagram



A Nerd's Look At Second Life

What is Second Life?

Secondlife.com Its a social networking platform based in a virtual world environment - users are avatars within this virtual world, where they can interact explore, create and fantasize.

What's cool about it

The second life client works on all platforms. Whether you use Windows, Macintosh or even Linux, you can get into Second Life. Though you do need some reasonable graphics, processor, memory and good internet (high speed, not satelite). A dual core machine with 4 gb RAM a $70 graphics card will get you in-world.

Easy to use

The interface and movement may be considered similar to a first person shooter type game with more freedom and wthout all the guns and violence..

It's free

You dont have topay to enjoy Secondlife - while there are perks to having an account as well as the immediate gratifiaction of converting money into virtual cash to buy stuff, you can actually earn virtual money (hours of work can get you a fraction of a dollars worth of virtual money)

Can create your own stuff

You dont have to learn complex 3d programs, there is an in-world 3D creation tools available you can work with a set of building blocks called prims, they are in various shapes (box, sphere, cylindar, torus, tube, ring, and tetrahedrom, these shapes can be resized, and deformed using various prim attributes like twist and path cut, as well as textured with various images and paterns.) Prims are a great quick way to create 3-d visulizations. Those more adeppt can create sculpted or mesh 3D maps to import into secondlife for additional detail.

Virtual World Programming

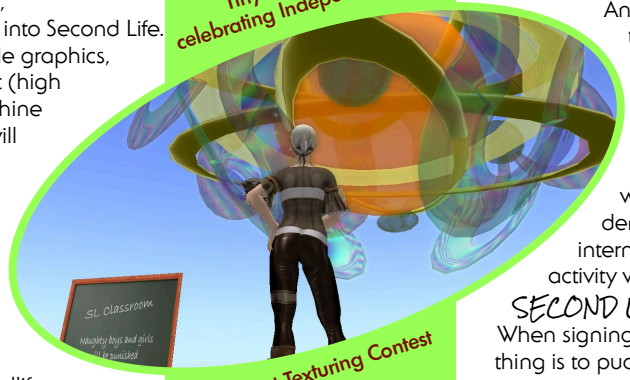
Besides creating virtual objects you can also do scripting in-world - scripts can send and recive messages, affect prims, vehicles, virtual pets, etc. the language is similar to javascript or c# with a great language reference just a Google search away. There are many free open source scripts available to help you get up to speed.

Tiny critter Avatars celebrating Independence Day

Lots of different folk on-line

With the creative aspect you can find users as avatars in every shape and size, human or non-human, as the avatars vary so to the various virtual communities - from the virtual high-life to fantasy and science fiction worlds even more industrious communities like virtual railroads, events, and other creative and artistic groups.

Another aspect of the social benefit is those who are housebound, for one reason or another can be equals within Secondlife, as the physical impediments are not visible. This is a good thing for many people who have disadvantages in the real world. The community is demographically diverse and international you could be enjoing an activity with people from contenets away.

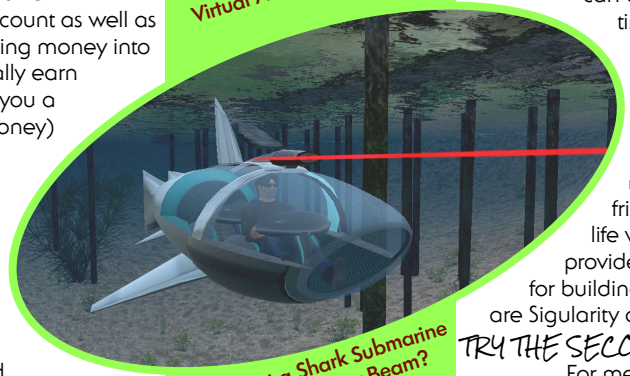


Virtual Art Texturing Contest

Second Life Tips

When signing up, probably the most importaint thing is to puck your account Avatar name you can change your appearance at any time but the name stays unless you make a new different account.

Theresa lot of fun free stuff to do do a search for freebies for stuff to start off with. Also seach for for NCI - newcomer center inc - locations for newcomers to learn more and find friends. Also, there are other second-life viwer programs than what secondlife provides, they can provide better interfaces for building and interacting. Two popular ones are Sigularity and Firestorm.



How about a Shark Submarine with a Frikin Laser Beam?

Try the Second Life Diet Today!

For me and my wife there is a lot to explore, learn and discover in Second Life - you probably wont eat much or get other stuff done for the first thee to six months of SL.

On the main page scroll down to the bopttom and check out the Drax Files World Makers videos to get some idea of what is possible (these guys are advanced makers.)

The pssibilties are endless

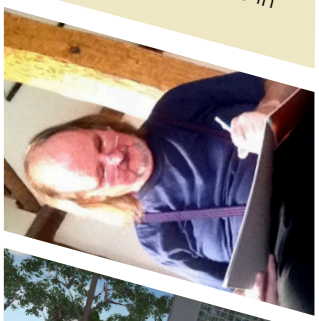
When in Second Life - message me! (people search for Vic Titanium).

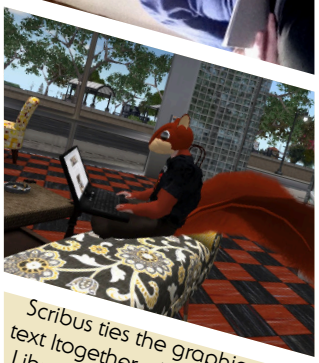
Here it is!

In your hand is the product of many years of procrastination and research, and even more years of "Wow, I really want to make my own zine!"

Reluctance was finding a method to develope a zine that can stand out from the standard stuff.

Inkscape does a lot of the graphics work as well as the layout frames that is used in Scribus





Scribus ties the graphics and text ltogether, (Inkscape and LibreOffice both can show text nicely, but they suck at flowing in odd shaped areas, rotations, linked boxes and other nice layout tools.)

I hope you enjoy this, and it inspires you to excersize your creativity and create your own thing.

Check out my other stuff on-line at:

www.portcommodore.com
www.larrymade.com
larry@portcommodore.com or look up Vic Titanium in Second Life.

It Feels Good to be a MAKER

The Bay Area Maker Faire is around the third weekend in May at the San Mateo, California fairgrounds, and is everything wonderful and inventive.

If you cant make a maker faire and/or just want to learn more about making your own stuff, check out: **makezine.com**, **instructibles.com**, and **hackaday.com**

Hello World

The Path to Creativity

Experience - see what you like, look for what you are interested, search for things you miss, seek out things that make you smile, laugh, think... Take something you like and recreate it

Brainstorm - Start with a list of ideas: could be things you dreamt up; could be things you think could be done differently or better; could be just things that you want to try yourself; things you think that are or would be cool.

Pick an idea, create a concept - Pick an idea or two from the list, and write it out - add content, think up features, imagine how you want to make of it.

Test it out, make a proof of concept - Doesnt matter if it is your own work or stuff - this is just for yourself to see what it could be like, see if it works. As you work it out, does it work with what you want to do? you feel you want to persue it? If not, decide if you want to stick with it or persue something else. If nothing is really sticking - maybe you just need to pick a small idea and work though the proces s.

(starting something new is hard - do whatever to get a leg-up.)

Develop, make mistakes & master - Now comes the long haul: learn, develop, practice, test , refactor and restart. Take notes - spinoff other ideas, maybe change goals. You could suck at it for months maybe years, but things get better, ideas come easier, easy tasks will become nothing complex tasks become a welcome challenge. New tools, new methods, new things to show and share with friends and fellow creators.

"Life is a journey"

HAPPY 20-16!

This is a composite image of Commodore VIC-20 (light colored) and Commodore 16 (dark colored) home computers. The VIC-20 (debuted in 1980) set an historic price point for being the first under $300 ($299.95) color computer with 5K RAM and a 22 character x 23 line 8 color screen display and a full-sized keyboard. the Commodore 16 (debuted 1984) had 16K RAM (which 12 was usable and only 2k when using hi-rez mode) a 40 colum x 25 row 121 color sisplay.

The VIC-20 was instrumental in making quality home computers affordable to families. Many tech leaders today got thier start using such computers at home and in school in the 80s.

My first computer was a VIC-20 - it was a great computer to learn and experiment with programming on - probably moreso because of its limitations. Today, the arduino or Rasberry Pi micro-controllers would be similar to the VIC-20 then.

HDR Imaging is a process where you take three exact same pictures but at different exposures and combine them to emphasize light and dark detail. Some cameras have a buil-in HDR mode, on others you can install an a utility (CHDK) to help or manually do the three exposures. Then you use an HDR creation program to filter the images together. For outdoor shots, cloudy days seem to have a better effect.

HDR

High Definition Range Photos